



The Design of the Park

PARADISE

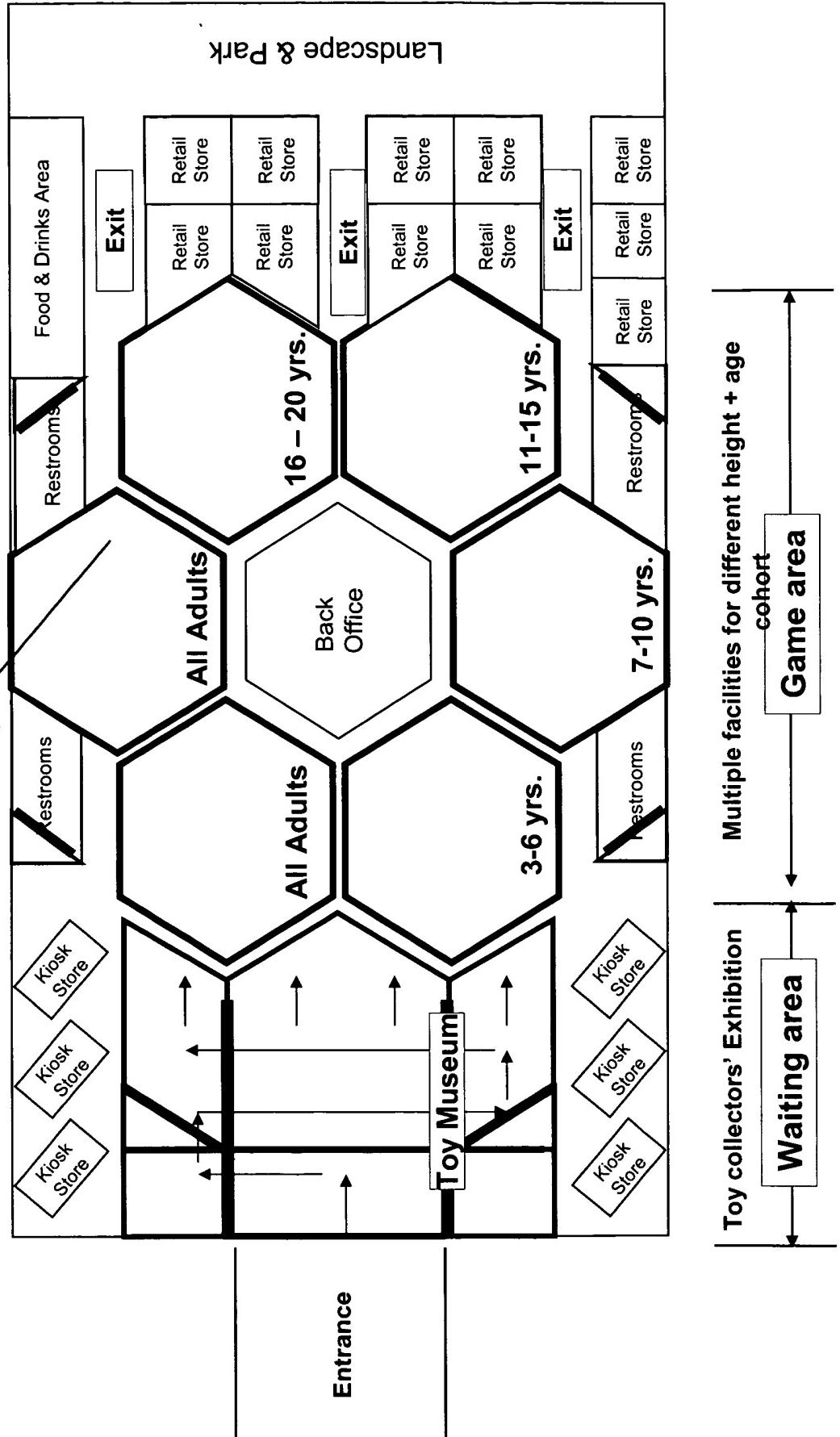


SCHOOL AT PARKLAND

Gallery Design and Retail Framework

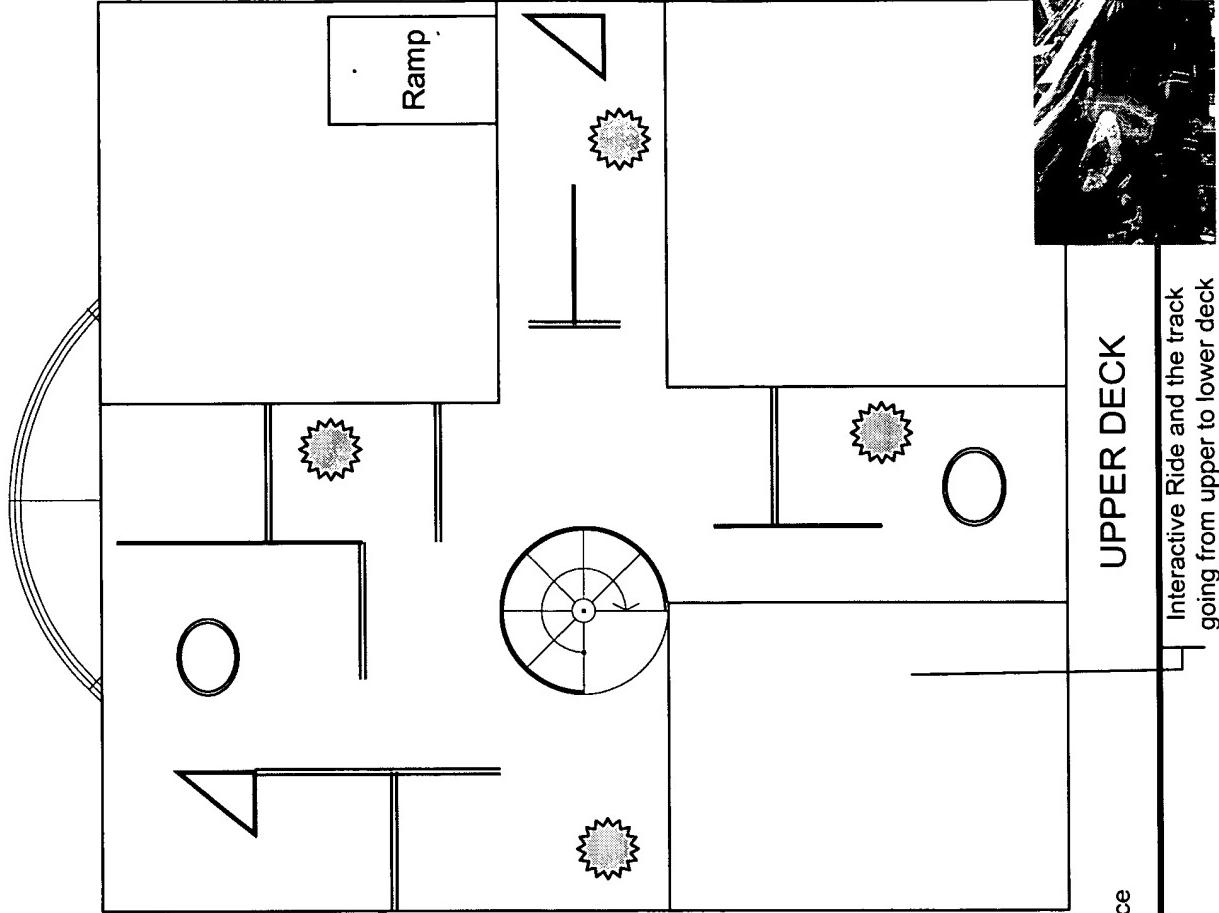
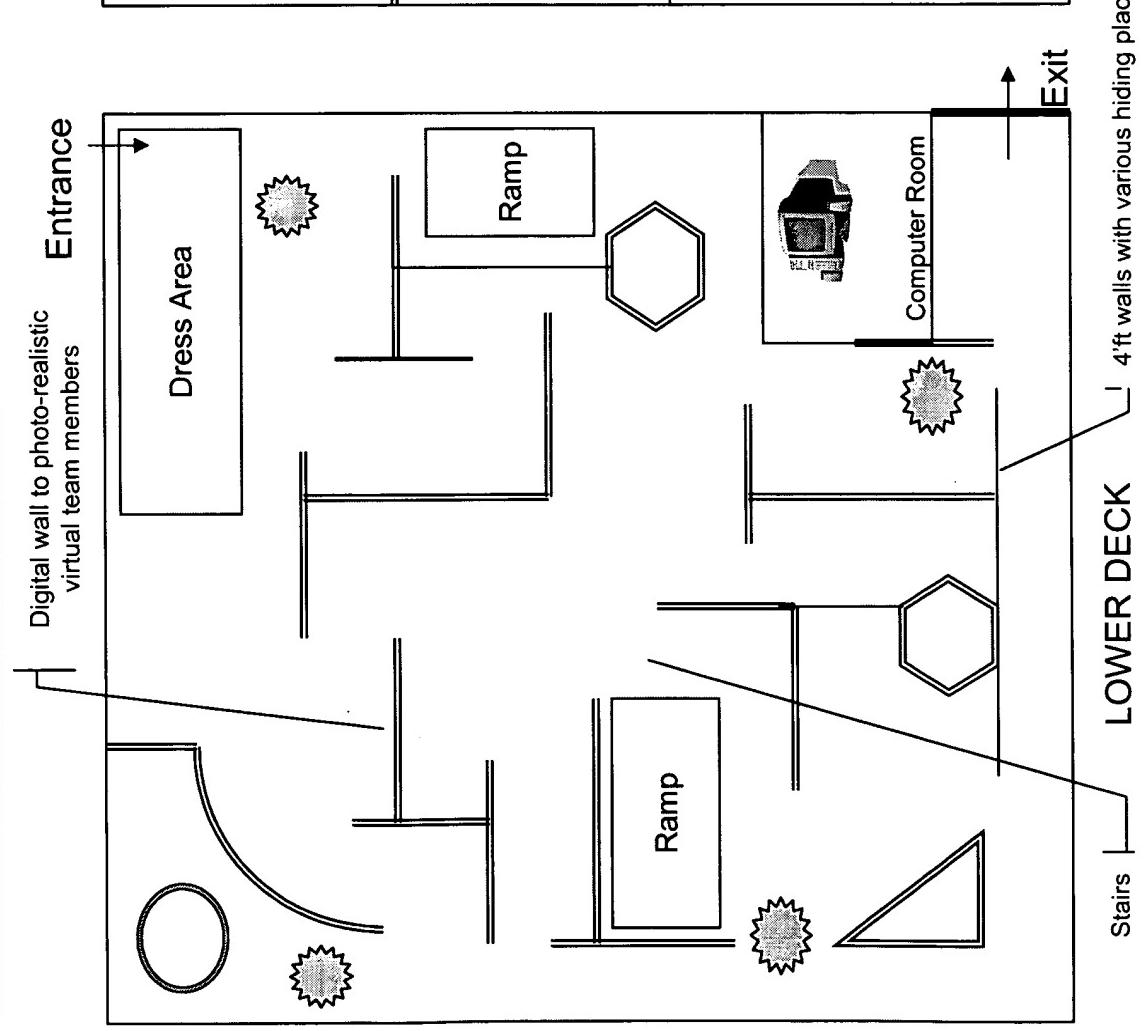
A Facility Design

Interactive Games with digital animation and 3D simulations.

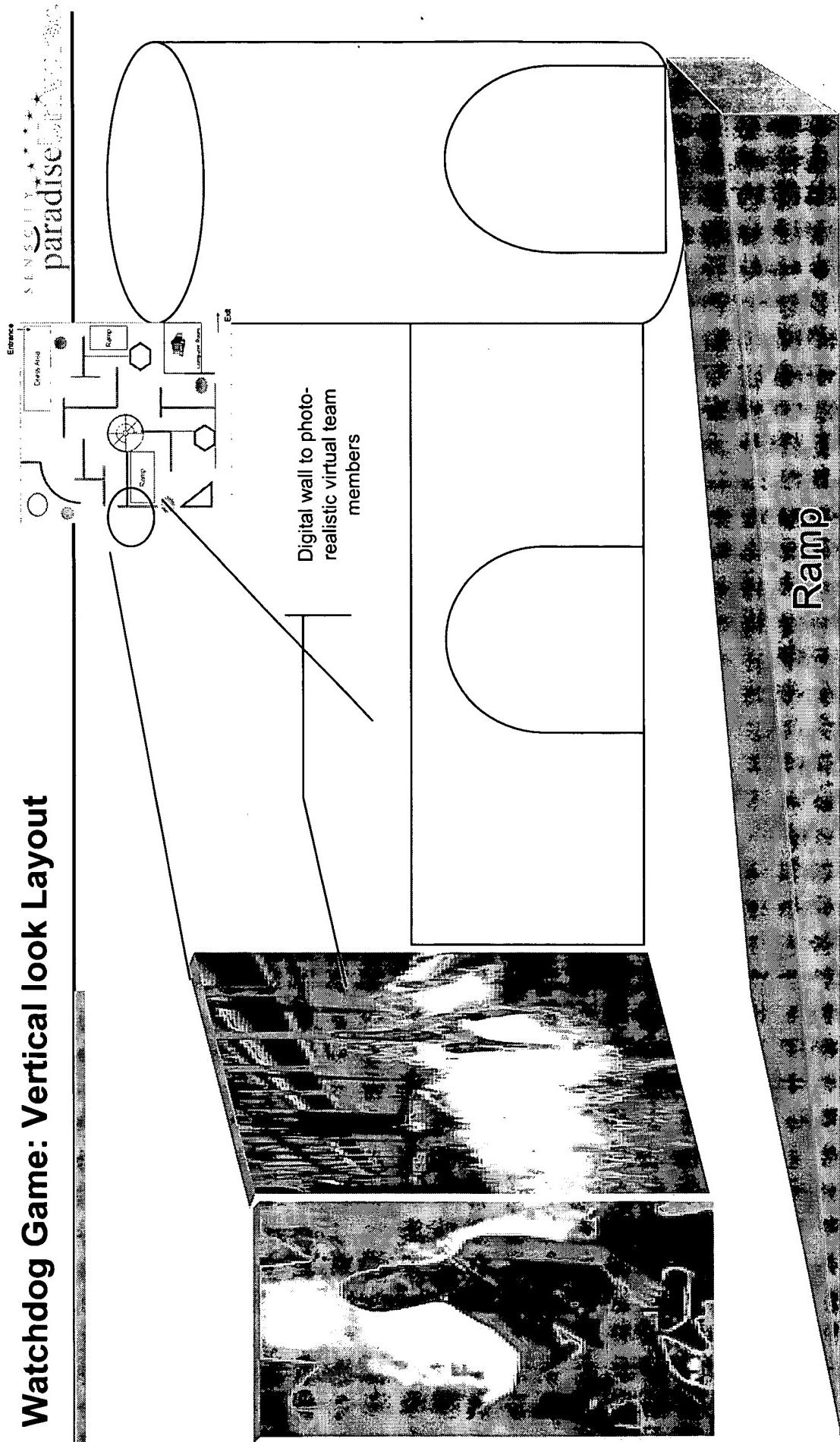


Watchdog Game: Floor Plan Layout

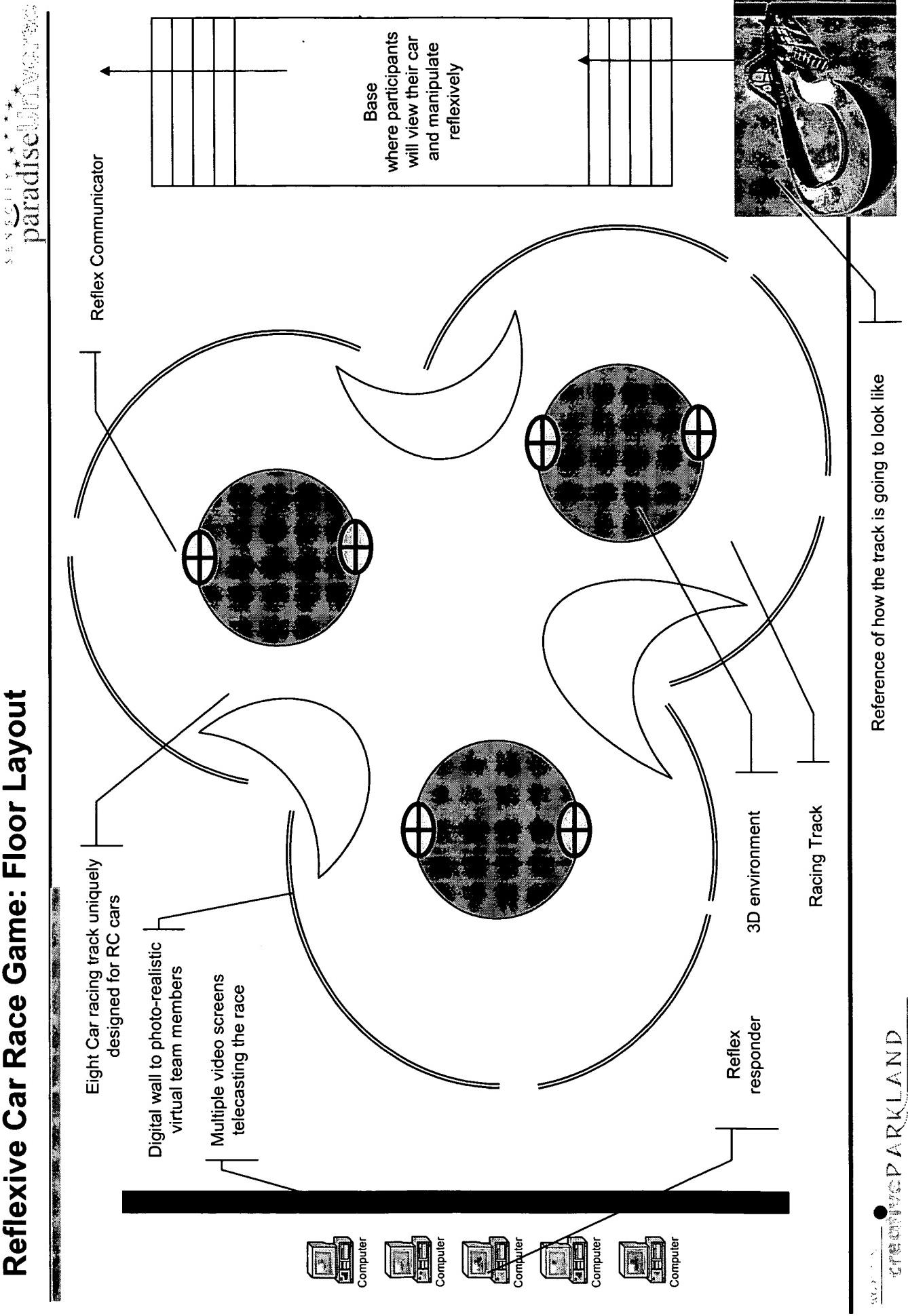
Special
paradise



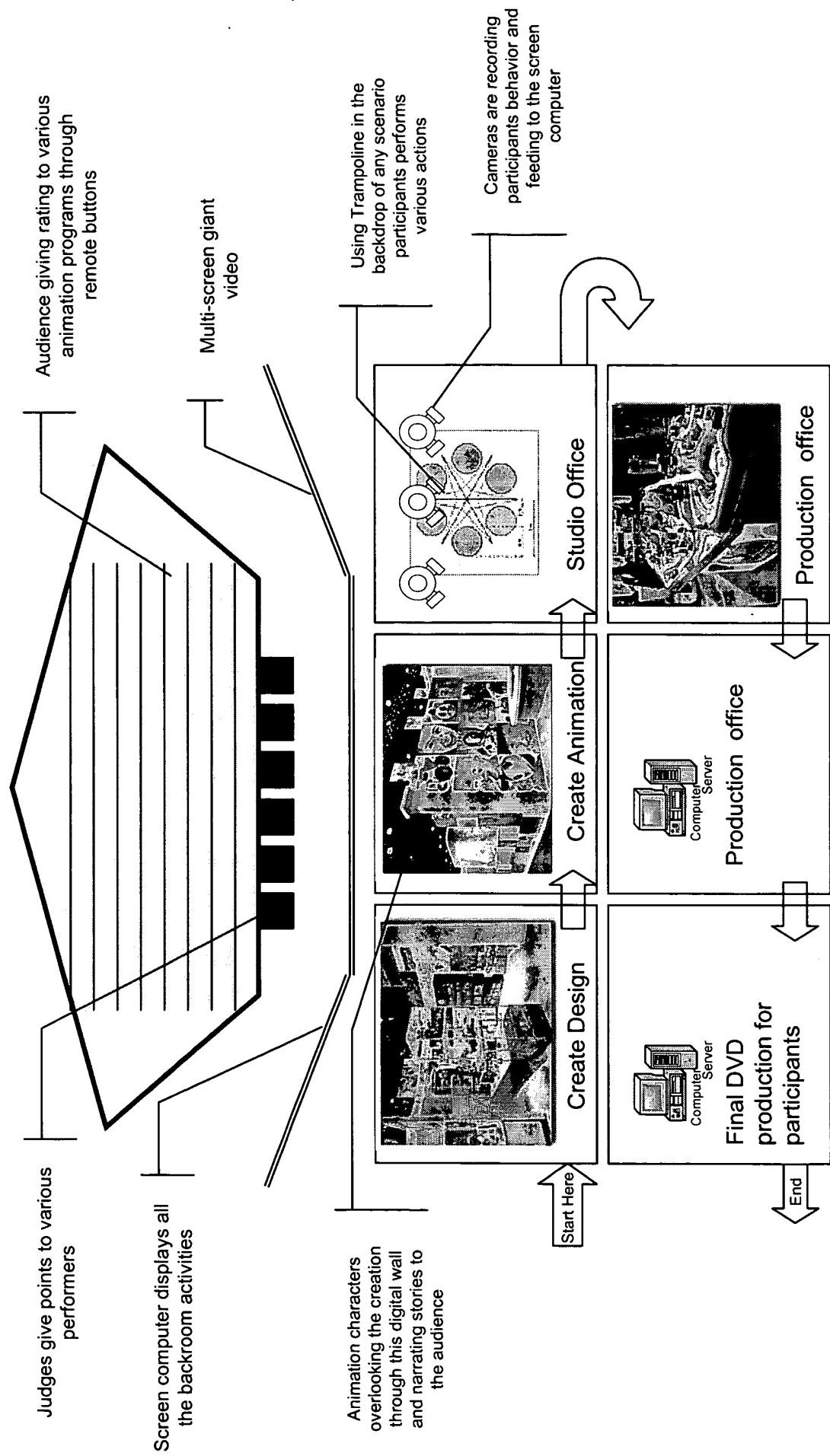
Watchdog Game: Vertical look Layout



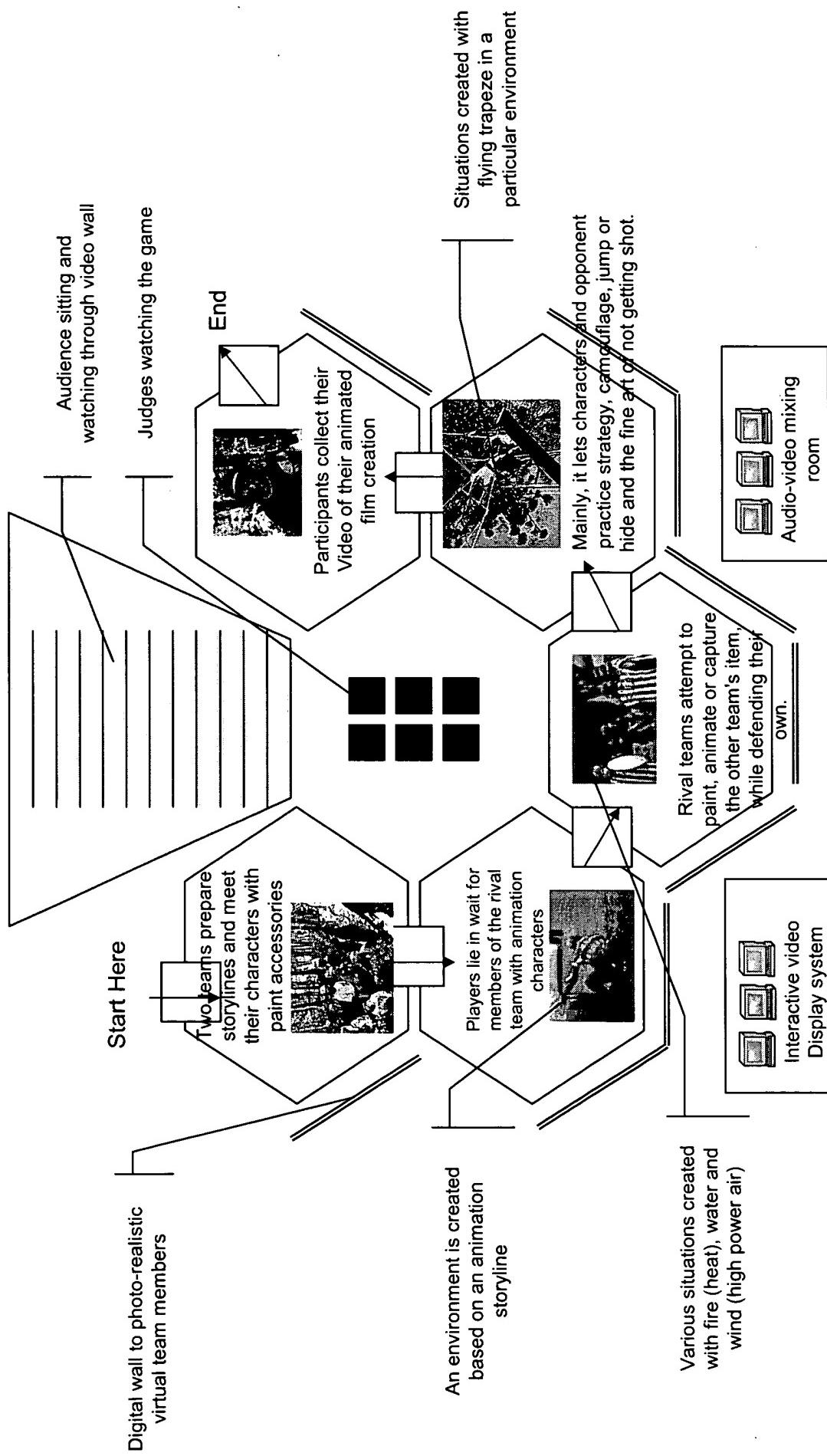
Reflexive Car Race Game: Floor Layout



Animation Storyland: Floor layout

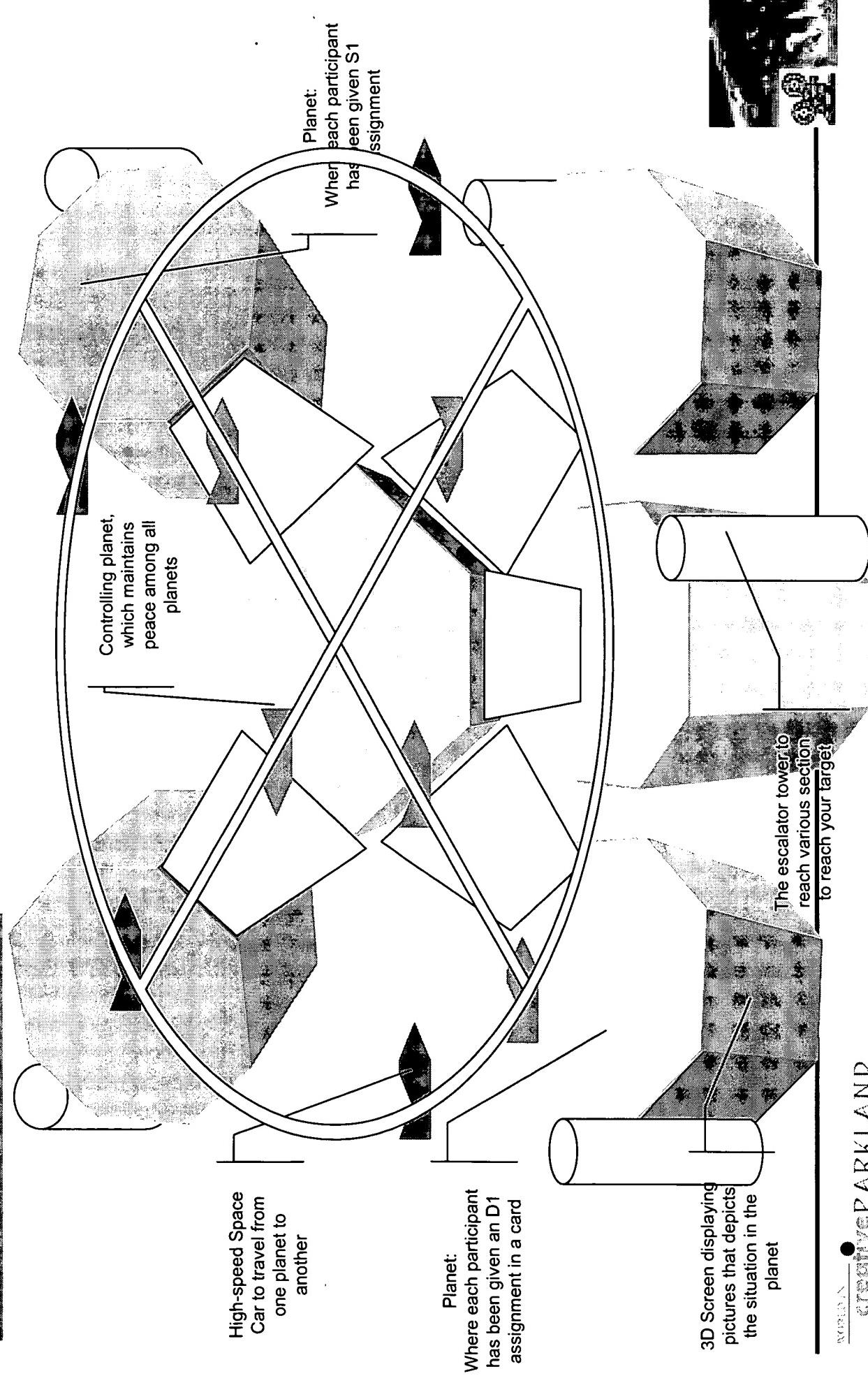


Eemonic Games: Floor plan

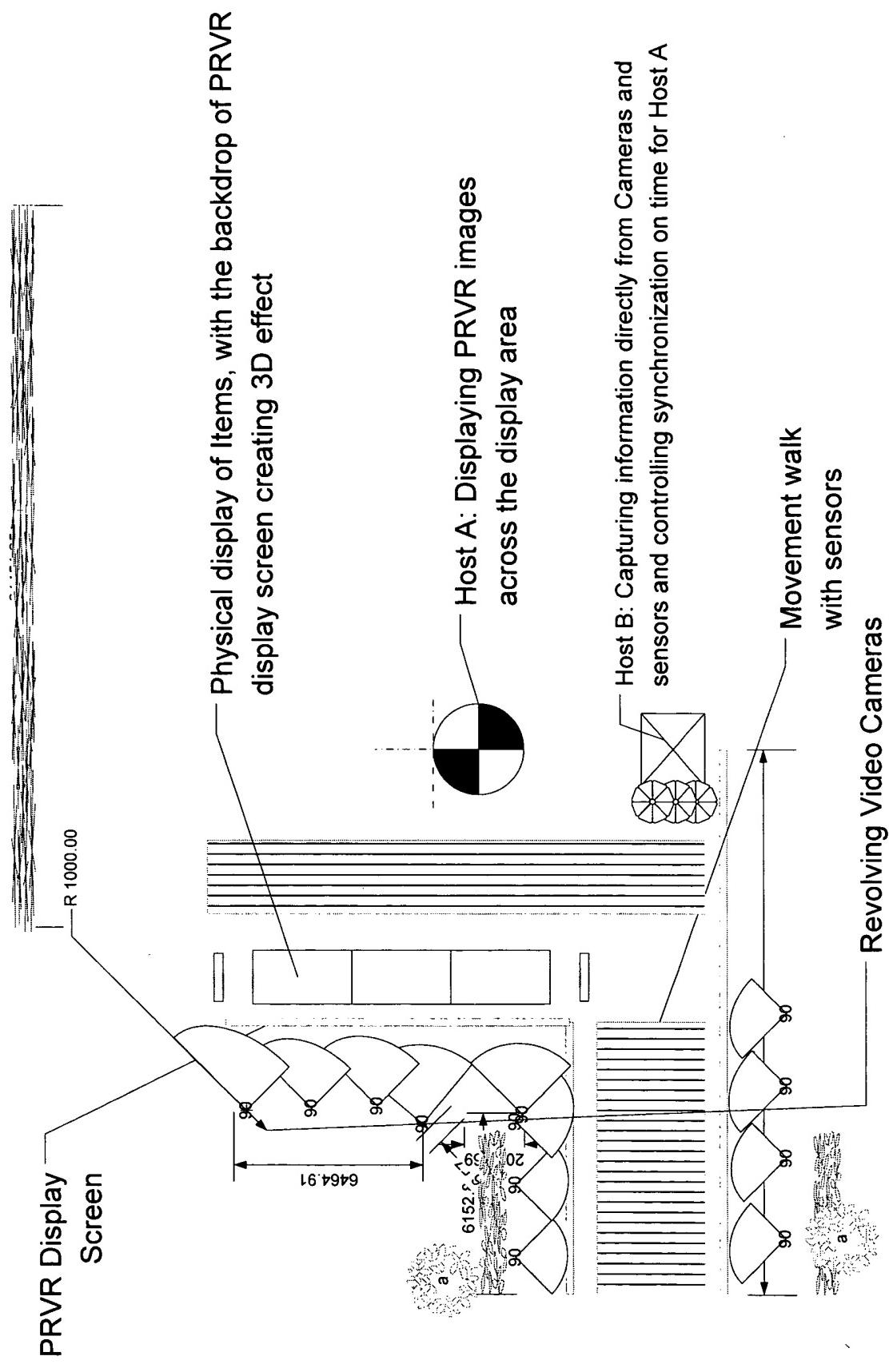


Space Invaders: Air and Floor Plan

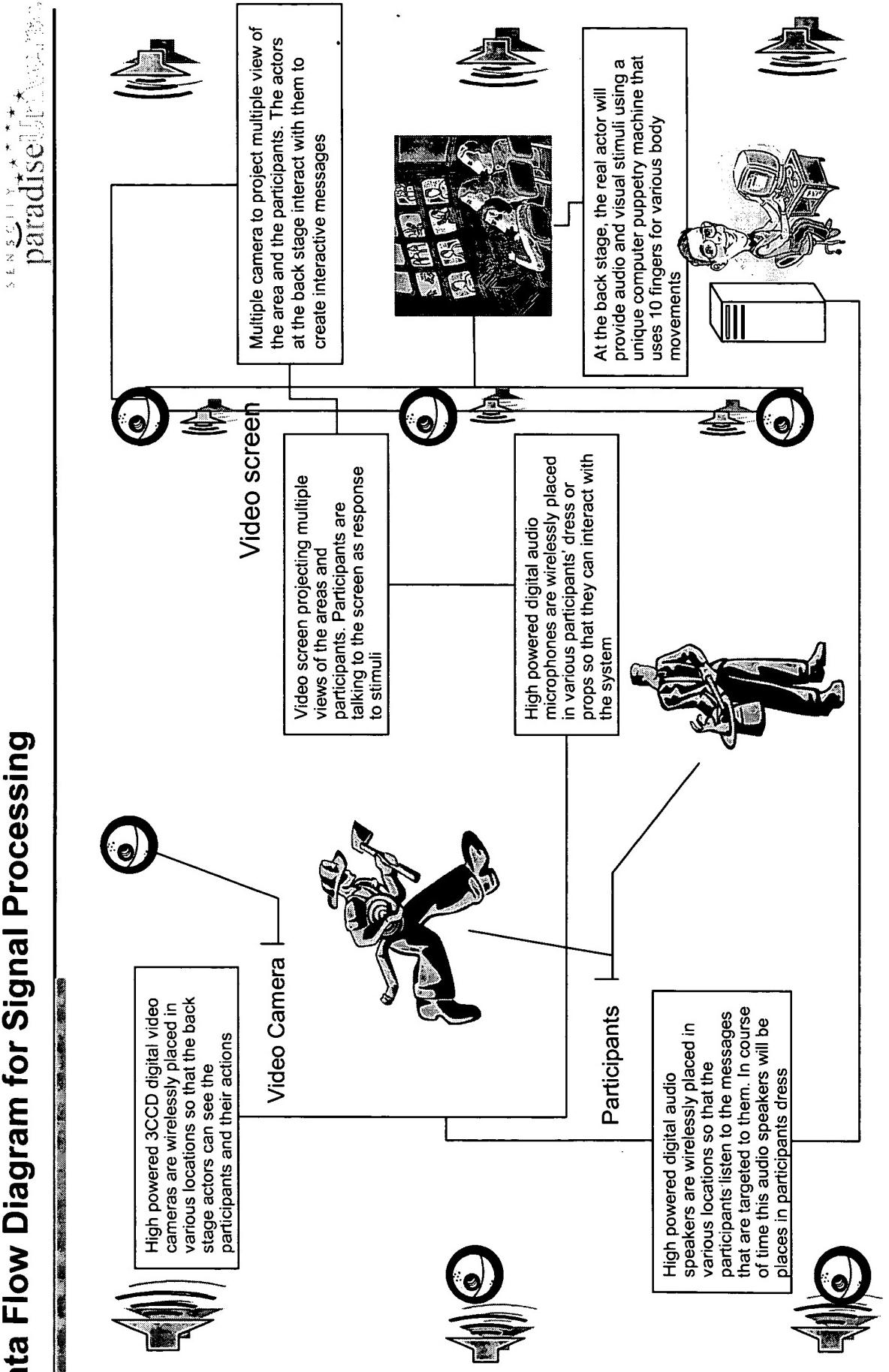
S.F. CITY
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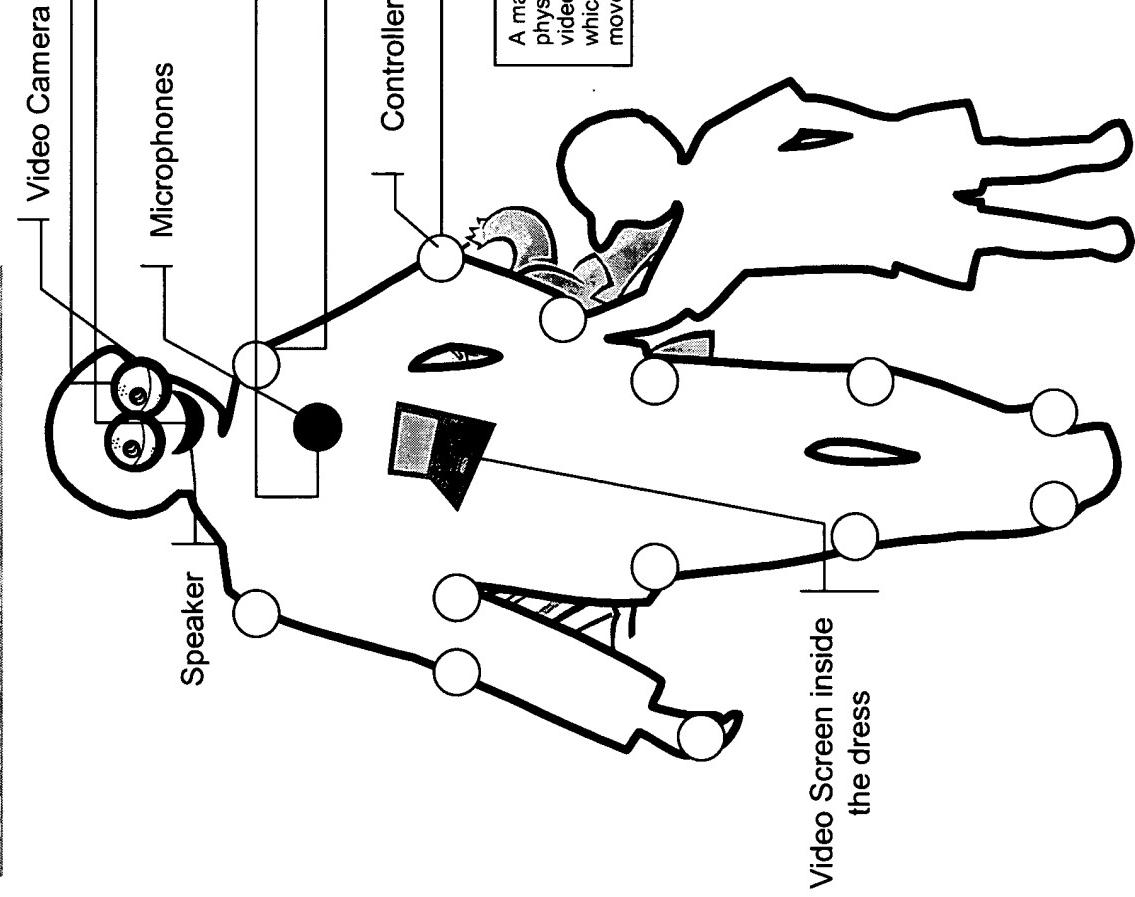
Block Diagram How The Physical Structure - By A Plurality of Cameras



Data Flow Diagram for Signal Processing

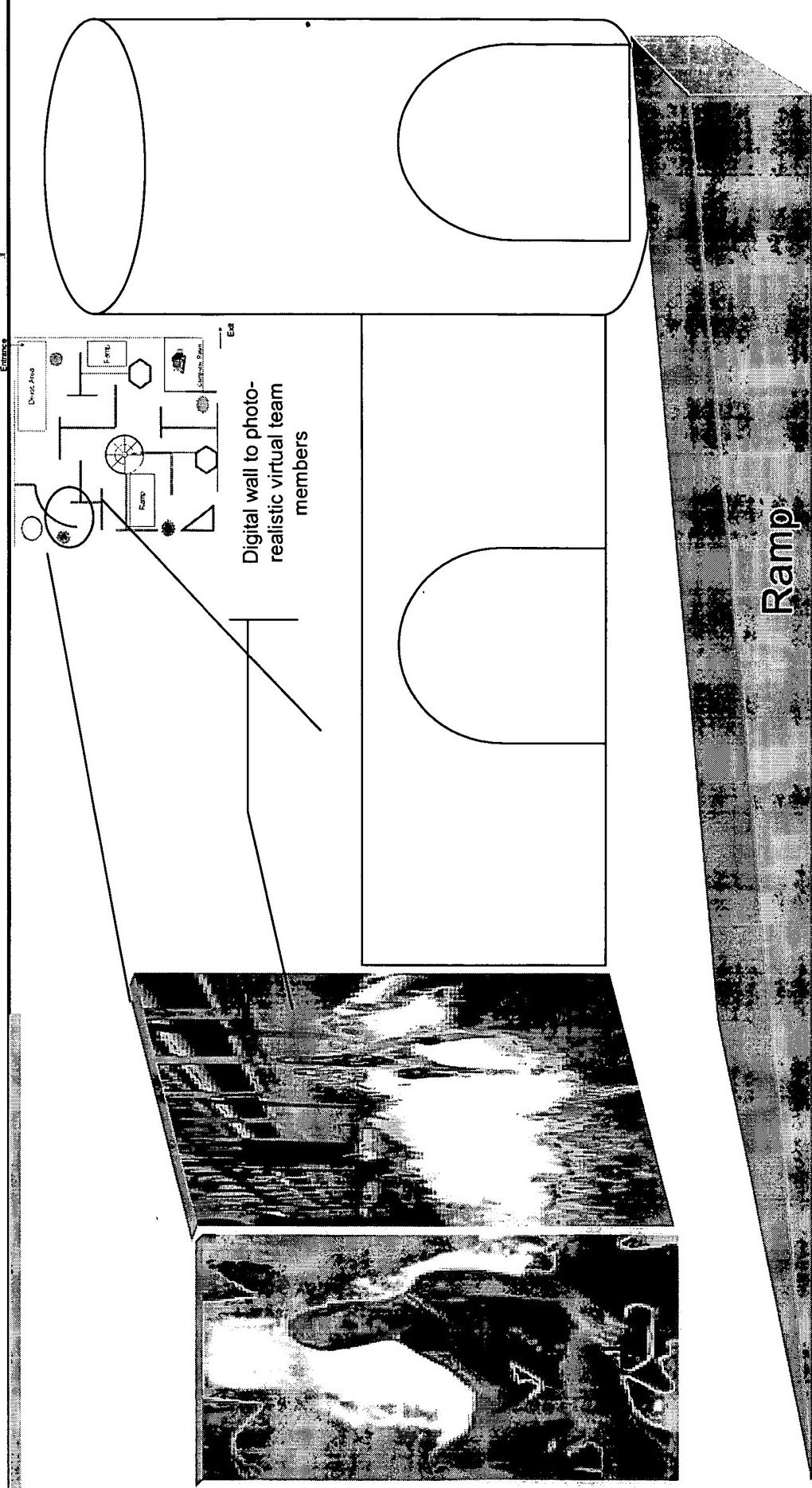


Physical Body Embodiment



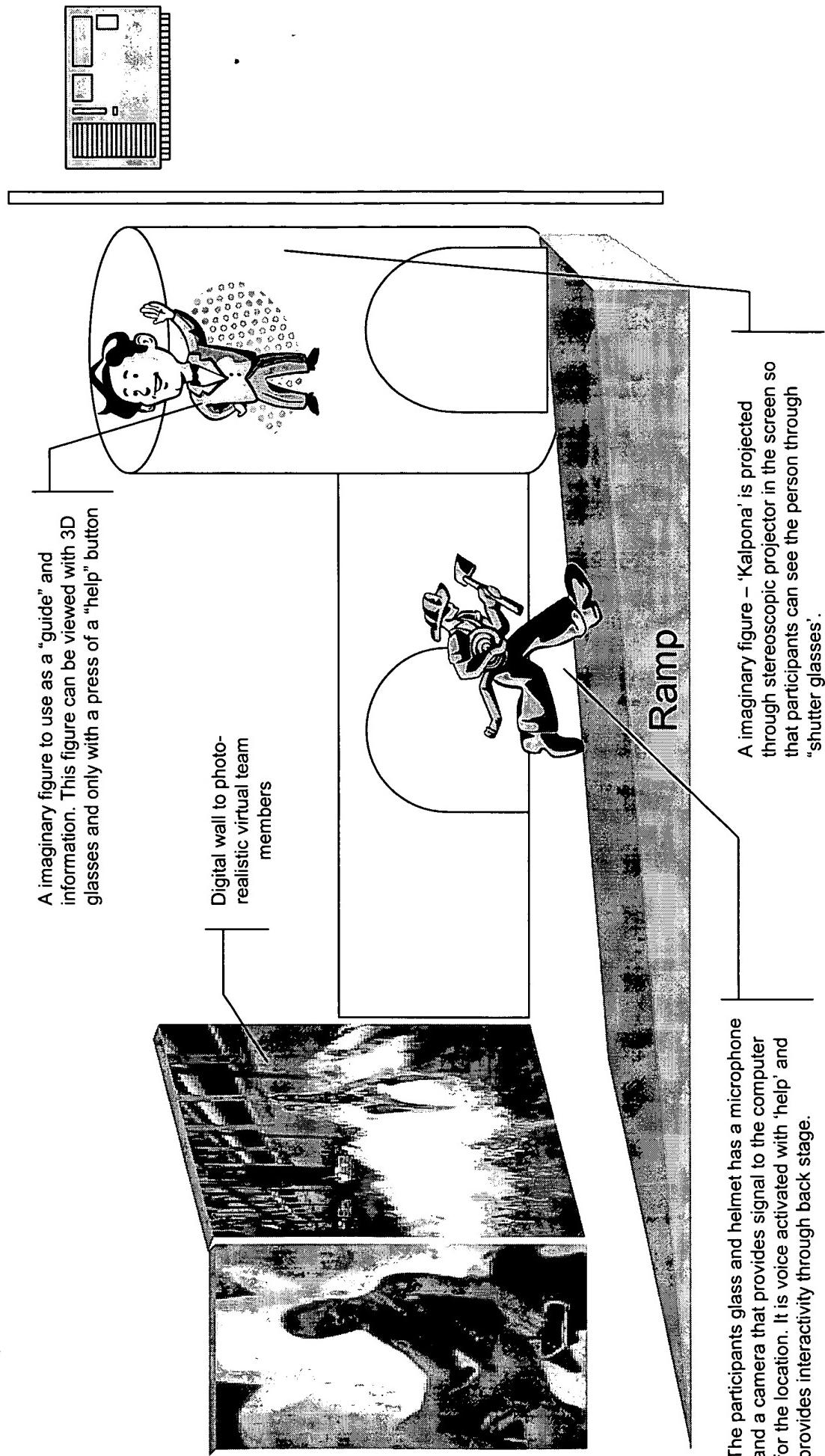
Pictorial illustration of a user environment reflected in a graphical environment

S E N C Y
paradise



Pictorial illustration of a user environment from a perspective of 'kalpona'

S S N S C U L T U R E
paradise



A imaginary figure – 'Kalpona' is projected through stereoscopic projector in the screen so that participants can see the person through "shutter glasses".

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